

IEEE HOME | SEARCH IEEE | SHOP | WEB ACCOUNT | CONTACT IEEE



Membership Publications/Services Standards Conferences Careers/Jobs

**IEEE Xplore®**  
RELEASE 1.6Welcome  
United States Patent and Trademark Office[Help](#) [FAQ](#) [Terms](#) [IEEE Peer Review](#)[Quick Links](#)[» Search Abstracts](#)**Welcome to IEEE Xplore®**

- ☐ Home
- ☐ What Can I Access?
- ☐ Log-out

**Tables of Contents**

- ☐ Journals & Magazines
- ☐ Conference Proceedings
- ☐ Standards

**Search**

- ☐ By Author
- ☐ Basic
- ☐ Advanced

**Member Services**

- ☐ Join IEEE
- ☐ Establish IEEE Web Account
- ☐ Access the IEEE Member Digital Library

[Search Results](#) [[PDF FULL-TEXT 616 KB](#)] [PREV](#) [NEXT](#) [DOWNLOAD CITATION](#)**Component-based simulation on the Web?**

Pidd, M. Oses, N. Brooks, R.J.

Dept. of Manage. Sci., Lancaster Univ., UK;

*This paper appears in: **Simulation Conference Proceedings, 1999. Winter***

Meeting Date: 12/05/1999 - 12/08/1999

Publication Date: 5-8 Dec. 1999

Location: Phoenix, AZ USA

On page(s): 1438 - 1444 vol.2

Volume: 2

Reference Cited: 36

Number of Pages: 2 vol.(xxxvi+xxii+1754)

Inspec Accession Number: 6483726

**Abstract:**

Various forms of distributed simulation are possible over the world-wide web, including simple multiple replications of the same model, client-server architectures for one or more simultaneously running models and the distributed operation of one or more local models. Like all web-based operations, these simulations are slow due to current bandwidth limitations, but that could change in the next few years. Languages such as Java make this distributed work possible within standard web-browsers such as Internet Explorer and Netscape, though security considerations mean that this is not always straightforward. Component-based simulation stems from the ideas of object-orientation which enable libraries of simulation based components to be developed for re-use. The development of the world-wide-web means that distributed component, discrete simulation libraries in Java are now feasible. This paper reviews some of these developments and considers requirements for such distributed libraries, drawing on our experience at Lancaster.

**Index Terms:**

[Internet](#) [Java](#) [client-server systems](#) [digital simulation](#) [information resources](#) [object-oriented programming](#) [Internet Explorer](#) [Netscape](#) [bandwidth limitations](#) [client-server architecture](#) [component-based simulation](#) [discrete simulation libraries](#) [distributed simulation](#) [object-orientation](#) [web-browsers](#) [world-wide web](#)

**Documents that cite this document**

There are no citing documents available in IEEE Xplore at this time.

[Search Results](#) [\[PDF FULL-TEXT 616 KB\]](#) [PREV](#) [NEXT](#) [DOWNLOAD CITATION](#)

---

[Home](#) | [Log-out](#) | [Journals](#) | [Conference Proceedings](#) | [Standards](#) | [Search by Author](#) | [Basic Search](#) | [Advanced Search](#) | [Join IEEE](#) | [Web Account](#) | [New this week](#) | [OPAC Linking Information](#) | [Your Feedback](#) | [Technical Support](#) | [Email Alerting](#) | [No Robots Please](#) | [Release Notes](#) | [IEEE Online Publications](#) | [Help](#) | [FAQ](#) | [Terms](#) | [Back to Top](#)

Copyright © 2004 IEEE — All rights reserved